

THRUNEFANG WARRIOR

CREATURE 0

CN

MEDIUM

HUMANOID

HUMAN

Perception +4

Languages Common, infernal

Skills Athletics +5, Intimidation +2, Occultism +2, Stealth +5, Thrunefang Lore +7

Str +3, **Dex** +2, **Con** +1, **Int** +0, **Wis** -1, **Cha** +0

AC 15; **Fort** +9, **Ref** +7, **Will** +5


HP 20

Shield Block 

Speed 25 feet

Melee  scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Ranged  javelin +4 (thrown 30 feet), **Damage** 1d6+2 piercing

Rage  (concentrate, emotion, mental); **Requirements:** The Thrunefang cannibal isn't fatigued or raging. **Effect:** The Thrunefang cannibal gains 3 temporary Hit Points that last until the rage ends. While raging, he deals 2 additional damage with melee attacks and takes a -1 penalty to AC. The rage lasts for 1 minute, until there are no enemies the cannibal can perceive, or until the cannibal falls unconscious. Once the rage ends, the cannibal can't Rage again for 1 minute.